

766a

S I G N A L S
for the
R O Y A L N A V Y
and
S H I P S Under CONVOY.
Sailing & Fighting Instructions.
A R T I C L E S of W A R R.
R E G U L A T I O N S &c.
for y^e Duty of Every Officer in His Majesty's
S E A - S E R V I C E.
Given by y^e Lords of y^e Admiralty,
to Flag & other Officers.
With y^e Additional Signals of Adm. Vernon &c
& y^e **F L A G S** of all **N A T I O N S**
beautifully Engrav'd & Colour'd.
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Fortification, Atlas, & Defence Fortified Places 6 Vol. 116 10 Tandon's French Grammar. 2^d

W. Muirgrave.



SIC

1- Mix
Enf

1 Fore

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2- Fore
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Miz

Jack

Miz

Jack

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Mize

2- Foreto

Main

Main

Mize

Print
Navy
Land

SIGNALS &c of G^T BRITAIN, & FLAGS of all NATIONS.

Royal Standard. 1.

Union 2.

L^d High Admiral.



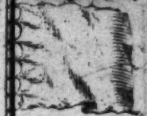
CONVOY INSTRUCTIONS

Place	Articles	Signals	Guns	Page	Signification
Shrouds	3			16	Eng. Flag Officers
Mizen Top-mast Head	3			16	For all Flag Officer Fleet
Top-mast & Pen at Miz. T ^h	3	Officers		16	Flag & Gen ^l Land Officers
Ensign Staff	7			17	for Com ^d 2 & 3 Post
Foretop m ^t h ^d w ^a Part ^r Ship Sig ^l Add ⁿ	2			2	A Part ^r Ship to make Sail ab ^t to make Land . but not to lose Co
Fore Miz ⁿ } Top-mast head	6	Sailing	1	4	Weather-mast & Head-mast
M ^t top m ^t Cross-trees down w ^a	12		1	4	Stern-mast & Leew ^d mast
on y ^e Back Stay			2	5	Discover ^d Danger
At y ^e Flag staff on y ^e Fore top m ^t h ^d					
or Foretop m ^t Cap	9	Fighting	1	22	Van
Mizen Top-mast head	10		1	22	Rear
Fore & Miz ⁿ } Top-mast head	7		1	24	Whole Fleet to Tack together
Miz ⁿ Peak	1		1	21	Line Battle a { head breast
Miz ⁿ Peak { Red Pendant	2		1	21	
Miz ⁿ Peak { Blue Flag under	7		1	22	Ships to Lev ^d of Ad ^l to get into his W th
Jack staff in a West	22			25	Distress in Battle
Miz ⁿ Shrouds	1		1	16	All Capt ^{ns} of FL ^d West Ensign
Jack staff in a West Part ^r Ship Sig ^l	11	Officers		17	Speak to Part ^r Ship: Tender
M ^t top m ^t or M ^t top gall m ^t Sh ^d & West En ^g	1				Merch ^{ts} m ^t to hear down in y ^e Adm ^l W th
Main Fore } top m ^t head		Addition ^l			To come to Close Engag ^l if for a Part ^r Ship that Ship Signal
Mizen					Seeing Ships { N.W. S.W.
Mizen top mast Shrouds					Stern to make sail
Foretop m ^t h ^d & Red Pend ^t under					Ships { head to tack or bear away
Main top mast h ^d und ^r a Blue Flag					All Ships to come near y ^e Ad ^l to prev ^t losing Company.
Main } Top m ^t { Dutch Flag und ^r		Add ⁿ			To change Ord ^r Batt. Sh ^d to lead dis ^t
Mizen } head & a { Yell ^l at M ^t top m ^t					Being to Lev ^d E. near to come to close Eng ^l

Vice & Rear. 3.



Signal 4.



CONVOY

3

Place	A.	Sig	G.	P.	Significa	P.A.
Fore top m ^t . h ^d . downw ^d . on y ^e Backstay	4	.	.	21	V ^e of Red to tack & gain y ^e Wind	
Flag staff Miz ^e top m ^t . h ^d . red Pend ^{und}	5	.	.	22	R ^e of y ^e Enemy	
Miz ^e top mast head w ^h before y ^e Wind	8	.	.	22	Com ^d . 2 ^d post & S. Start ^e Q ^u to Clap	
Peak	11	.	.	23	by y ^e Wind on y ^e Starboard Tack	
Fore top mast head	13	.	.	23	All Flag S ^t to come into y ^e Adm ^t . Wake	
Shrouds	4	O	.	16	For Battle	
Mizen top mast head before y ^e Wind	9	.	.	4	All Cap ^t . Ad ^l . Sq ^d . if L ^t . a West Ensign	
Shrouds Part Ship's Signal	16	S	.	6	Bring to y ^e Starboard Tack	48
Ensign Staff a Red Pend ^{und} over it	26	.	.	7	Part Ship to Chace to Wind if it An ^d can	
					To Exercise S ^t . Arms & Gr. Guns	

4

Main top mast head	3	.	.	21	A	Sq ^d to Tack & gain
Fore top m ^t . h ^d . downw ^d . Backstay	4	.	.	21	V ^e & his	the Wind of
Flag staff at Miz ^e top m ^t . h ^d . pend ^{und}	5	.	.	22	R ^e & his	the Enemy
Ensign Staff	12	F	.	23	Com ^d . 2 ^d Post	to make more Sail
Mizen Peak	14	.	.	23	All Frig. to come und ^{er} y ^e Ad ^l . Stern	
Flag staff at Fore top mast head	28	.	.	26	Give over Chace.	
Mizen Shrouds	5	O	.	17	Com ^d . 2 ^d Post & all his Captains	

INSTRUCTIONS p. 25-6.

- 19 Ad^l having y^e Wind Van to steer with y^e Enemy's Van & engage
- 20 Guns not to fire till within P^r. Blank & not over our Ships.
- 21 Pursue none till y^e Main Body are Disabled or Run.
- 22 West Jack or Ensign Ship in distress next to assist
- 23 Ad^l usual Sig^l distress Fleet to go between him & the Enemy
- 24 Ships not to go out y^e Line without leave next to Close it. Command^r not doing his Duty next Flag appoints another
- 25 Flag may go on any Ship of his Squad. if his be disabled
- 26 Enemy Runs y^e Fleet to Chace 2 Fore Chace Guns & o.
- 27 Ad^l would have a Flag {Chace Cut or Slip} that Flags Signal to Tack & o.
- 29 Fleet in Line Ad^l Sig^l rep^d by all Flags between y^e Adm^t & o.
- 32 y^e Division to whom y^e Signal is made.

Worst 3 Masts. 5.



Signal 6.



CONVOY

P.A.

	Place	A	Sig	G. P.	Signific.	
Main	under y Flag	3			Com ^d 3 Rst	Tack & gain
Fore	top m. h. down w ^o any Back stay	4			V. Ad ^l & Sq.	the Wind of
Flagstaff	Miz. top m. h. blue en. und	5			R. Blue	his Dirif. } Enemy
Mizen Peak	und Sig for y Line	6			Ship to W ^d to beard ⁿ	into y Ad ^l Wake
5 Miz. top m. h. w. before y Wind		8			Ships to Leew ^d to get	to clap
Ensign Staff		12			& S ^t Larb ^d by W ^o n Larb ^d	
Shrouds		6	O.		Com ^d 3 Rst	to make more sail
Mizen	top m. h. w. before y W ^d	9			& his Cap ^t if L. West Ensig.	
Shrouds Part Ship's Sig ^l		16	S.		4	To bring to on Larboard Tack
		24			6	Part Ship to Chace to Leew ^d Cutor slip

5 Main top-mast head & Union und^r. Additⁿ. 1 1 All Ships to come near y Ad. before
D^o & Yellow Pendant over it in y Evn. D^o night to prevent losing Comp^y
To quit y Station before Morn^g.

6 Miz. top m. h. Union at Miz. top m. h. W^d to Leew^d Ensig. to come to clof. Eng^t
and a Blue Pend^r for it. S^t Sig. Additⁿ. 1 For Part^r Ship to be near y Ensig^t
Mizen Peak und^r Line Battle Sig^l Each Ship to keep $\frac{1}{2}$ Mile distant.

Miz. top m. h. w. Sail by a W^d m. fine 15 23 To brace y h. S^t to y Mast y R^o to be first
Fore top mast head 16 F 1 23 To fill & stand on. y Van fill first

6 Main top mast h. w. m. a line of Batt. 18 24 Ship's y Van to hoist low set or haul up
Same Sail y Ad^l does

Mizen Peak & Yellow Pend^r Green wood 1 Flag. (head) to keep 2 Leagues
Ships (heads) as under.

RANGE of CANON.	Weight	Paces	5 P ^o ea.	BOMBS	METAL
S ^t Julien says that a Ball thrown 600 paces goes 9. 10. 11. 12. nay 13 Feet into the Ground	Lead Ball 33 L 24 16	Point Blank 600 700 800	Ran- dom 6000 6000 8000	Diamet. Thick P ^o Weig ^t Bomb R ^o Met. 24 Lbs. 17. 10 20 2 220 4 400 11. 8 16 1 18 15 130 8 10 20 13 4 40	Lead { Iron { Bras { Stone { 3 4 4 4 10 1 8 8 8 3
Chambers fixes y Ele 50 D ^o Halley station at 44 for the utmost random	12 8 2	450 400 150	5000 1500	Guns of 9 or 1 Feet in Length will carry	Weight Yards. Iron Ball Point Ran- dom 6 to 12 400 2000
Powder about $\frac{1}{2}$ y Balls in 5 or 6 - Decreased to $\frac{1}{3}$ weight Firings				Woolwich Experiments.	

4

Signal. 7.



Signal. 8.



CONVOY

PA

Place

A. Sig G P

Significat.ⁿ

7	Main topmast head { w ^a a Pend ^r und ^r }				Red Sq ^d to draw into a line { head breast
	Fore top mast head { w ^a a Pend ^r und ^r }	30 F.	1	26	V.A. Red & his Divis ⁿ { head breast
	Mizen top mast head { w ^a a Pend ^r und ^r }				R.A. to draw into a line { head breast
	Fore Mizén } top-mast head { 14 } S { 5 } Com ^d { 2 } to send out Ships 15 } 6 } to Chace				
7	Mizen Peak	Add ⁿ	2		To Ex ⁿ strange Sh ^p pass thro ^y Fleet
8	Main top mast head { w ^a a Pend ^r und ^r }				{ Com ^d } & his { head breast
	Fore top mast head { Pend ^r und ^r }	30 F	1	26	V. Ad ^l to draw { head breast
	Mizen top mast head { Pend ^r und ^r }				R White into a { head breast
	Flagstaff at fore top mast head			34	Ships Chace S.W. to come into Fleet
	Miz. Sh. Part. Ship Signal	S	1	34	Part. Ship to Chace to S.W.
	Ensign Staff	20		6	Prepare to Anchor

DAY SIGNALS.

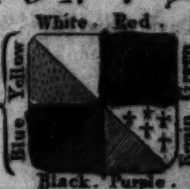
Prepare to Sail	1	1	3	Fore	1
Unmoor	2	1	3	Main top sail loose	3
Weigh	3	1	3	Fore	3
Seeing a strange Fleet	13 S		5	Top gall sails Clew'd up hoisted	
Springing a Leak &c	18	2	6	Courtes hawl'd up	4
Moor	22	1	7	Mizen top Clew'd up & hoisted	6
Cut or Slip	22	2	7	Both Top sails loose	6
Whole Fleet to Chace	26 F.	2	25	When Ad ^l takes d ^y Sig of Batt fire	
Ship in Chace (y. furles M ^t top gall Sail)	Add.			2 fore Cha Guns & makes full sail	
Merch ^t to Cut Jeers Sails &c.				Canot Speak to y ^t keep Comp ^d	
				Can. Chace 1 ship in Night	
				To prev ^t being carried off	5

EXPLANATION

F. Fighting
F.S. Fire-ships
O. Officers
S. Sailing

Signals and
Instructions
from the
Admiralty
Office Books

COLOURS



Naval or Naval Gun



Anciently given to
Officers who had first
Graded or Boarded
an Enemy's Ship.

Red Ensign. 9.		White Flag. 10.		Danish & Maltese. 11.		CONVOY
Place		A.	Sig.	G.	P.	Significa.
9	Main or fore top mast Shrouds	19		1	6	To speak with y ^e Ad ^l .
	Ensign staff w th lying to or up Wind	10	S.	1	5	Bear away & go large
	Ensign staff & Jack on y ^e Jack staff	11			5	Upon discovery of Land
	Main { Shrouds	2			16	All Mast ^s of Men of War
	Top sail Yard Arm	18			18	Officers Ordnance
	Mizen top mast Shrouds	17			18	Agent Victualler
	Main top mast Back stay	16			18	Hosp ^l Ship w th going out Fleet w th Sick
	Ensign staff in a West	22	F		25	Distress in Battle
	Mizen Shrouds			1	25	For all Masters of Merch ^t Ships
	Enf ^t Staff in a West Part Ship Sig	9	O.		17	Lieut. Part ^r Ship
	Hoisted t ^h Lower d ^l &c.	13			5	Discovering Strange Ships
	Fore top mast or Fore top gallant ^s Shroud			1		See if Strange Ships to be by or fall Stern
	Mizen Top Mast			1		Bear away or make Sail a Head
	Enf ^t Staff or Comodores w th other Conf.			4		To Separate
9	Blue Mizzen Top mast h ^d & Part Ship Sig	Ad ^l		10		Part ^r Sh ^l Boat to Sh ^l indit ^r if Arm ^d 2 Ch ^l
	White Fore top sail Shrouds			2		Continue Chase
	Fore Top Mast Shrouds			1		To kn ^o if y ^e Ship in Chase can speak to y ^e Chase & not lose Comp ^l
	Miz ⁿ Top mast Shrouds & Miz ⁿ Top sail lower					Chase can be spoke to & not lose Comp ^l
	Main top mast head					Blue Sq ^l to draw into a line
10	Fore top mast head					head
	Miz ⁿ top mast head					breast
	Mix ⁿ top mast head					h ^d
	Mix ⁿ top mast head					br ^t
11	Miz ⁿ Shrouds Part Ship Sig					h ^d
	Fore top mast head					br ^t
11	M ^t top mast h ^d Part Ship Sig	Ad ^l		1		Line one after of an ^d those Ships who lead on y ^e Larb ^l Tack to lead large
	Fore top mast head					
11	Miz ⁿ Shrouds Part Ship Sig					For Part ^r Ships to Chase from Nao E
	Fore top mast head					Ships to y ^e N. E. to come into y ^e Fleet
11	M ^t top mast h ^d Part Ship Sig	Ad ^l		1		Part ^r Ship to see Vict ^l into Port
	Fore top mast head					

Signal 12.		Sign. 13.	Sign. 14.	Sign. 15.	CONVOY
Place		A. Sig.	G. P.	Signific.	
12	Mizen Shrouds w. Part Ship Sig. Fore top mast head		1	Part. Ship to Chase to S.E. 34 Ships to S.E. to come into Fleet	
12	M ^o top m ^t h ^d & Part Ship Sig ¹	Add ²	1	Part Ship to go to Port	
13	Mizen Peak	31 F	1	26 Line of Banners after of another those who lead on Start Tack to lead large	
14	Mizen Shrouds & Part Ships Sig ¹ Fore top mast head		1	34 Part Ship to Chase to N.W 34 Ships to N.W to come into Fleet	
	Mizen Peak {with Blue Bend ²	Green wood.	1	Flag [h ^d] to keep a league	
	M ^o top m ^t h ^d & a Part Ships Signal	Add ²	1	Ships [br ²] from each other To take Tenders in Tow	
Main	Top mast backstay			For all	
	top sail Yard Arm		30	Fire {R.A. ¹	} Red } Squad ²
	Yard Arm	2 F.S.	31	Ships {A. ¹	
	Shrouds		30	in {V.A. ¹	
	Ensign Staff	4 F.S.	31	Fire Ships in the Fleet	
	Mizen Peak	10 O.	17	For all Tends to come und ² Ad. stem	
15	Yard			{Adm. ¹	} Division of {White } Blue } Squadron
	Shrouds			{Vice	
	Top sail Yard		30	{Rear	
	Top mast head down	3 Ships		{All	
	Cross Jack Yard			{Adm. ¹	
	Shrouds			{Vice	
	Mizen top sail Yard Arm	Five Ships	30	{Rear	
	top mast head down			{All	
	Fore top mast head			Ships ahead to Shorten Sail	
15	Main top mast head with a Bend ² over it & a partic. Signal	Add ²	1	Part Ship to dr. out of line as Ref ² Ship to tend Tenders	

REWARDS. p. 8

Fire Ship {100} to Capt. Preferred before if Kill'd
 Burns a {10} to Officers any others paid to
 30 Gun Ship {10} to P. Men immediately from Ad¹ Relations &c
 5 & 6 Rates, Ketches &c that destroy Off² prefer'd 40 p Men full value² for
 a Fire Ship or prevents their going third Vessels if lost in such service Off² &c
 on Ships above a 5th Rate reward² as above, Boats &c as they Merit

Place		A	Sag	G	P	Signification	
16	Fore top mast head	12	Officers			Prinaces & Barges	Mand & Arm'd
	Miz. top mast head	14				For Boats	if to Chace
	top mast head	13		1	18	all Long Boats	2 Guns
	Miz. Peak	8			17	Cap. Ad. Div. if L. West Ensign	
	Ensign staff in bad Weather	8 S.		1	4	Fleet to Wear & bring to on y ^o di. Tack	
16	Main top mast flag staff					Boats to leave off Chace	
	A Common Fore					Seeing Ships to y ^o	{ N } E
	Band at Miz. top mast head		Add ⁿ			Ship that finds Sounding	
	Ensign Staff						

N I G H T Page 8 to 12 . S I G N A L S

All Guns to be fired on y ^e same side that the Sound may not Alter					
1	3	One over another Main top m. Shrouds	2	1	Unmoor & Ride Short
2	1	Main top mast Shrouds	1	2	To Weigh
3	2	Ensign Staff	1	3	Tack
4	1	Mizen Peak	3	4	When on a Wind to Wear & bring to
5	4	Of Equal Height	5	5	Aye a Try Short or a Hull
6			10	6	make Sail after lying to
7	4	Fore Shrouds when going Large	6	7	To bring to on y ^o Starb ^d Tack
8		Without Alteration of Lights	8		alter y ^o Course
9	3	Mizen Shrouds	1	9	A Ship that is oblig'd to lye to
10	2	Equal height & fire Guns till relieved		11	Springing a Leak &c
11	1	Main top fire Guns & make false fires		13	Discovering a strange Fleet
12	3	Fore			
13	1	At each Mast head	1	15	Moor
14	1	Ensign Staff	1	16	To Strike
15	2	Mizen top mast Shrouds	1	17	Hoist } Yards & Top mast
16	4	At each M. Y. Arm Leach fore Y. Arm	2	19	Fleet to Cut or Slip
17		As many Lights as you can	1	10	Discovering Land or Danger
18		2 Guns small time one after y ^o other	2	14	To Anchor
		Strangers not to pass at		18	Gun after Gun & many L ^{ts}
		Discover & strange Ships } Anchor			

Addition: N I G H T Signals, Guns on one side as before.			
2	Under γ Top Light	9	to lye to when upon a Wind
	Without Alteration of Lights	2	make Sail after lyeing to
1	Where best to be seen	1	
2	Where best to be seen	1	For Seeing { N.E. with so many
3	one under γ other	1	Ships { N.W. false fires as
4		1	to the { S.E. you see Ships
		1	For γ Ship that make γ said Sig to Chace
	Without Alteration of Lights	2	to leave of Chace
1	Main top gall: mast head		A Ship that is in Chace of γ Enemy
4	Eq: height at Miz: Peak & 2 at Bow Spend		Disting: Lights to know each other
2	Eq: height ov: γ Top light & γ Disting light		To form a Line of Battle
2	At sea Main top sail Yard Arm		For Pinaces & Barges Arm d: if G: L & B:
	(The Weat: most Ships to shew 2 Lights)		
3	of eq: height & γ Loew: most 3 as before		To know ea. oth: on l: of Comp: & meet again
3	Mizen Peak	3	To Weat: make Sail on γ other Tack

General Signals in a FOG, Guns on one side as above. A. P.			
10	To Weigh & To Tack	1.2	
6	To bring to with the { Starboard		
8	{ Larboard } Tacks on board	3	
10	To make Sail after lyeing by H: most & Weather most first	4	
1	Hour to Continue γ same Sail	Ans: by Musquets	5
1	every { $\frac{1}{2}$ Hour to make Sail more or less	Bells & Drums &c.	6
	Gun after Gun Discovering Danger till γ Fleet is safe		7
2	To Anchor		8
2	In $\frac{1}{2}$ an Hour left any out of hearing	Ans: by every Flag	
	Comanders of Convoys may add Signals at Discretion		

ADDITIONS in a FOG

- 5 When γ Adm: alters his Course if to Port 5 Guns if to Starb: 3 &
 3 ab: 4 minutes a Gun each $\frac{1}{2}$ minute for so many Points as he alters
 7 When Sail: on a Wind & γ Ad: pays away large will fire 7 Guns & 4
 Min: after 1 Gun each $\frac{1}{2}$ Min: for so many Points as he goes from γ Wind

FLAGS DISTINGHISH'D by LIGHTS

Adm: 3
 V: A. or { 2^d } Post { 2 } on γ { 1 } on his
 R: Com: { 3 } { 1 } Roop { 1 } Maintop
 V: A. each { 2 }
 R: Squad: { 1 }
 Note in Foul Weather & a Dark Night
 every Ship carrys a Light: Then γ
 R: A: of each Sq: carrys 2, 1 hoisted a
 Yard above γ other on γ Ensign

Breadths	L.	s.	d.	Yards	Fl.	s.	d.
36	9	19	6	36	16	7	3
34	8	18	6	34	15	9	
32	7	18	8	32	14	10	3
30	7	0	0	30	14		
29	6	11	13	28	13	14	
28	6	2	6	26	12	3	4
26	5	6	2	24	11	4	4
24	4	11	0	23	10	11	1
22	3	17	0	22	10	6	
20	3	4	2	21	10	10	
18	2	12	6	20	9	7	1
16	1	17	4	19	9	8	3
14	1	8	7	18	8	9	3
12	1	1	0	16	7	10	2
10	0	14	4	14	7	6	3
8	0	9	6	13	6	6	3
6	0	0	13	12	6	1	4

COLOURS

Flags &c to wear no Col. or Pend. but their
 1 own, except if K or Roy. Fam. on Board
 Colours of Officers Slain to stand till
 2 Enemy is out of fight, next Off. to succeed
 Ad. Fleet White, Blue & V. Ad. Red, may
 carry Flags at Boats head

Flags distinguishing by viz. R. V. R. Adm. } White 1 Blue 2 } Balls
 Red 1 White 2 } Blue 1 White 2 }

Merch. Red Enf. w. a Union Jack in a Cant.
 4 next Staff & White Jack. St. George's Cross thro it
 Privateer &c of same & a Red Jack & a Union
 5 in a Canton Corner next Staff

Ships of Public Offices same as Privateers
 6 w. y Office Seal in y Body of y Jack or Enf.
 No Merch. &c Vessels to wear Pendants
 7 Flags &c. Man War to take such to Protest
 in y high Court of Admiralty

8 Foreign Ships not to wear false Col. in
 our Ports persisting to do it Confid.

HONOURS

Flags & other Officers to respect Senior
 Small Ships to bear up to large tho y Cap. Enf.
 Flags in Boat Ships &c only to Man

March to an
 2 Ruffles { V. Admiral
 1 to an { R. }
 1. Capt. to y Adm. Guard only
 Adm. rec. in PORTS & as Gen. of Hor. For
 viz. March beat salut. by all Off. Col. except
 V. Adm. } rec. L. Gen. 3 } all
 R. Adm. } as M. vis. 2 } no
 Com. } B. 1 } no

RANK

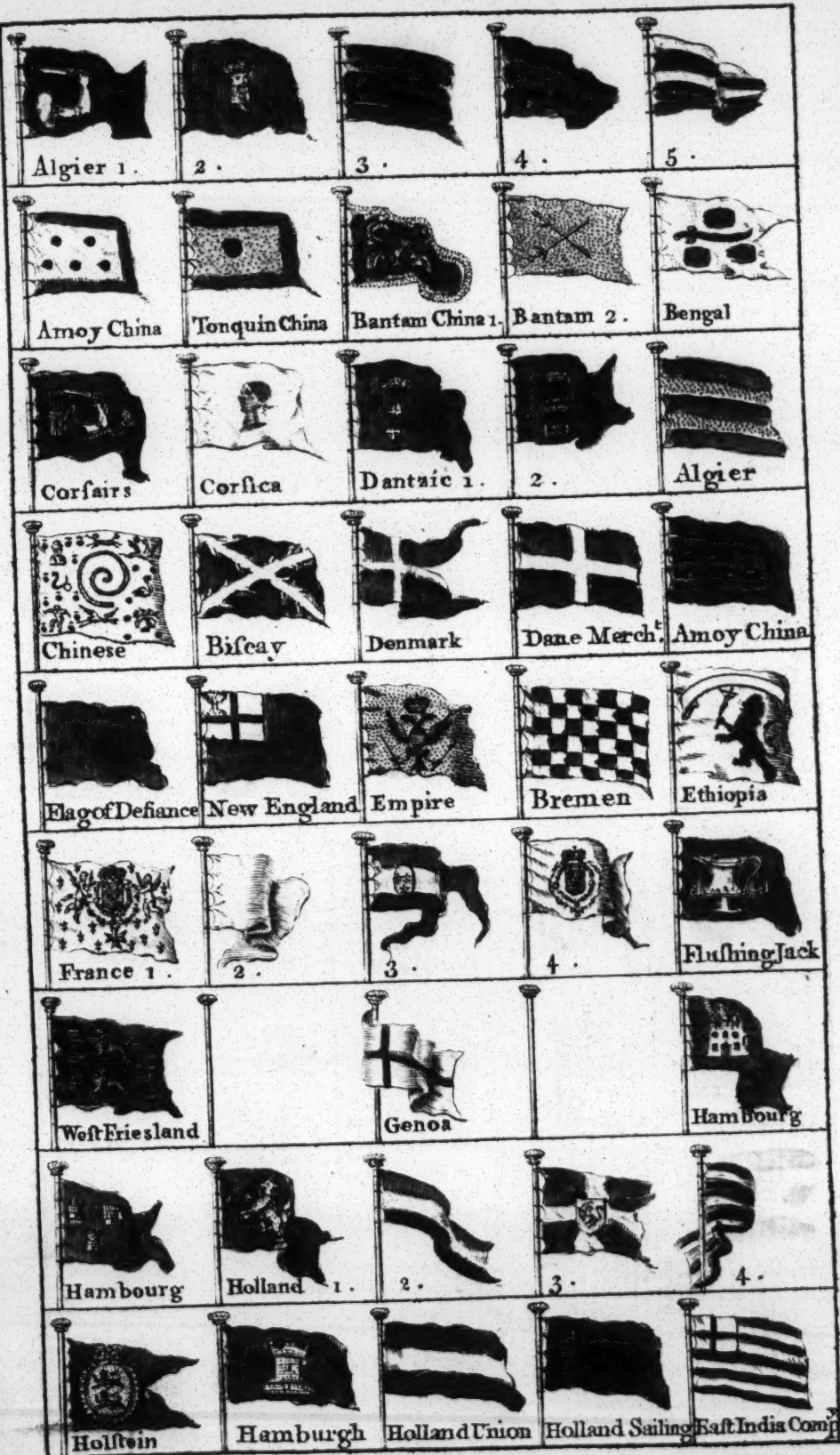
L. High { Anchor & Hoops }
 1. Vice Adm. of { Union }
 Rear. Gr. Britain { White }
 1 Adm. & Com. in Chief Fleet
 1 Adm.
 2 V. Ad. Red & White 2 Blue
 2 R.
 Adm. V. & R. Ad. Capt. L. in their Class
 Rank by their Comissions
 3 Councils of War of Ad. if 3 y Ad.
 Cap. sits as a R. Ad. after y Jun. R. Ad.
 4 Flags und. 3 y Sen. Capt. Sits
 5 None less then 20 Guns Rank as Capt.

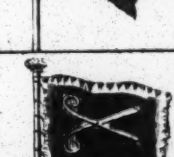
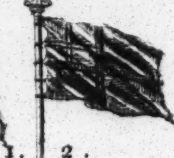
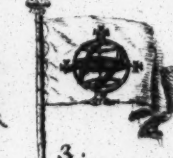
SALUTES

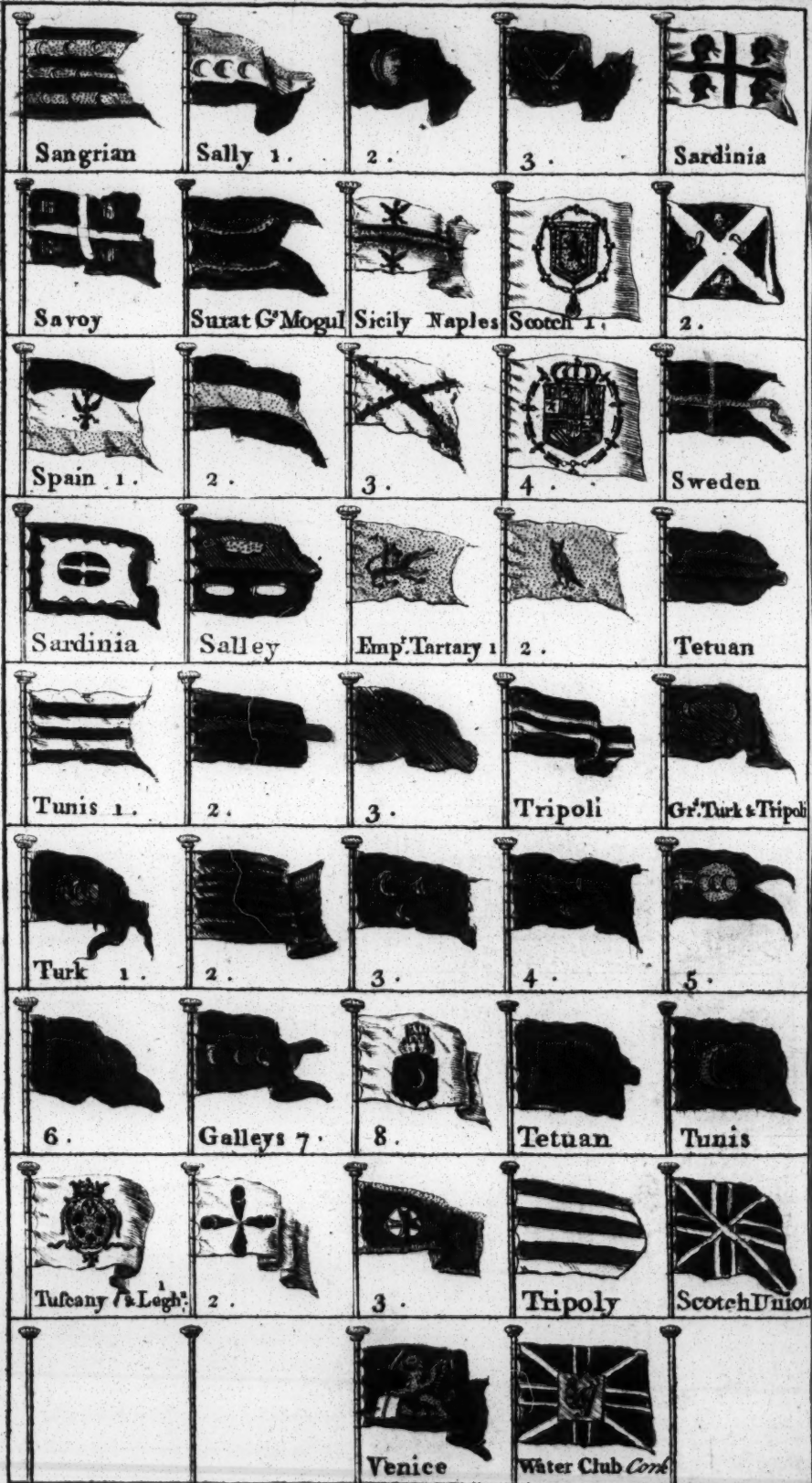
Flags to a Chief 15
 1 Capt. Com. 17
 Mr. returns Flag 2
 2 in Chief less to a Capt. 4
 3 Superiors 13
 4 Flags to Same Rank =
 5 Capt. to White or Blue 15
 5 Adm. V. & Rear 13
 6 Flags return w. all done D
 7 Two Squad. Chiefs only Com.
 8 None Repeat. und. 6 Month sepa
 9 Capt. not Salute each other
 10 Com. hoisting as in N. 1, 3, 5
 For. Ships in Brit. Seas viz. to Cape
 Finister to Strike Top & take in Flag
 11 Merch. Strike Top sails
 Men of War not Strike first in Port
 M. War to Maint. y Hon. protect
 12 his Subj. & not Offend Allies
 Ad. or V. Ad. eq.
 to give y Ad. }
 13 a For. Capt. } 2 less
 Capt. to Foreign Capt. eq.
 14 Capt. may Salute Foreign Places
 15 Flags Respect as other Nations
 Com. may Sal. For. Visitors
 16 or Eng. Factories &c
 17 Capt. may with leave
 Ad. Answ. 6
 18 V. or R. Merch. 4 less
 Capt. with 2
 No return till all done if
 19 they rep. no ret.
 20 Duke or Amb. Coming 15
 Envoys or Nobility going 10
 21 ROYAL FAMILY D.
 22 Birth Days &c. not above 21 D.
 23 Upper Decks only to Salutes
 24 None to Forts in G. Brit. or Irel.
 Com. dies Flag struck
 25 Mast. Fire Funer. Wife D.
 Capt. dies not to exceed
 26 Pend. lowerd. his Ship 70
 next Off. to Com.
 L. dies 3 Volleys small Arms by
 27 ord. Com. or Capt.
 Merch. not to Fire after
 28 Watch set if any M. War

HONOURS

Com. 3 a March
 Adm. 3
 V. Ad. 3 Ruffles
 R. Ad. 1
 Ad. Cap. no Drum
 Com. with Flag in a B. Watch & D.
 D. For Discretion



				
Japon	Jerusalem	Irish	Lubec	Luca
				
Lunenburg	Marfeilles Ensign	Malta	Malta	
				
Modena	Mogul 1.	2.	Monaco	Morocco
				
Nanquin	Naples 1.	Galleys 2.	II. Sicily 3.	Moco Arabia
				
Persia 1.	2.	3.	Poland 1.	2.
				
Pope 1.	2.	Prussia 1.	2.	3.
				
Persia	Portugal 1.	2.	3.	War 4.
				
Portugal Merc.	Russia 1.	2.	3.	4.
				
5.	Galleys 6.	Admiralty 7.		Czar of Muscovy





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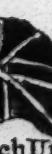
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& Tripoli



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eh Union

ENGLISH FLAGS & COLOURS.

Worn at the Main-Top-Mast Head

Roy^l Stand^d

KING & Royal Family

Anchor & Cable

Lord High Adm^l of Great Britain &c



Union

Adm^l of y^e Fleet
Vice Adm^l Engl^d



Red



White



Blue

Top Mast Head

Main	Fore	Mizen
Vice Ad ^l	Rear Ad ^l	
Admir ^l	D ^o	D ^o
R Ad. Eng.		
Adm ^l	D ^o	D ^o

Vice Ad^l Rear Ad^l

Admir^l
R Ad. Eng.

D^o D^o

Adm^l D^o D^o



Budgee

Red Pend^l

Broad Pend^l Worn only by Comodores at Main-Top-Mast-h^d



Red



White



Blue

Ensigns of their Flags Colour at y^e Ensign Staff.

The Red Ensign is Worn with the Standard, Anchor, Union, Red Flag, Budgee, & Red Pend^l And by Privateers, Merchants &c. See p. 9. Article 110 &c



Jack

Bow Sprit End

Common Pend^l

at y^e Mast Head their Adm^l Flag is Wore at



Ordnance



Navy



Victualling



Custom house



Trinity House

Office



Vane

At y^e Spindle of each Mast-H^d has no Flag (of any Colour.)

NA
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NAVAL ARTICLES of WAR

- Act 13 C. 2^d 8 May 1661 &c
1. 2. Divine Service, not to Curse &c . d
 3. 4. 5. Treas^r or Conceal^r it Assist^r Enemy +
 - 6 Prize Writ^t sent to y^e Adm^r or all f
 - 7 { Money Goods &c untouch^d till }
 { Sentence; all above Gun Deck in } d
 { Pillage Stores excepted }
 - 8 Stealing &c Stores of War +
 - 9 { Prize not Fight^r Goods & Men not } F
 { Touch^d till Sentence or }
 - 10 { Com^d &c on Sign^l or Sight Enem^y }
 - 11 { Pirate, Rebel, &c not Prepar^d to Fight }
 - 12 { hearten y^e Men . Strike &c } +
 - 11 Disobeying Superiors &c
 - 12 Cowardice
 - 13 Convoy defend^d wth Reward or fees F
 - 14 Not Assisting Friends
 - 15 Action stop^d on any Preten^s .
 16. 17. 18 Traitors & Corruptors +
 - 19 Sedition, Mutiny
 - 20 Conceal^r Treas^r or Mutiny &c .
 - 21 23 Quarrell^r & Strike Super^r .
 - 22 Quiet Compl^t pref^r Redress Disturb^r .
 - 24 Wast^r Sell^r Buy^r Receiving d
 - 25 Strand^r &c by Negligence
 - 26 Burn^r a Ship & Boats Store &c .
 - 27 Neglect Duty by Sleep &c +
 - 28 Murther . 29 Robbery or Theft .
 - 30 { Provⁿ Mart^l not Receiv^r or Rel^r } d
 { a Prisoner }
 - 31 { Off^r &c not Aprehend^r & Detect^r } d
 { Offenders }
 - 32 Sodomy &c NO MERCY +
 - 33 Other Crimes Punish^d by Sealaw
 - 34 { L^d H. ADM^r gives Com^d to Com^d
 { to call COURTS MARTIAL not
 { less then 5 on Life Ad^l L^d as 1
 { In y^e Narrow Seas non wth L^d Ad^l
 { leave except for Mutiny. Beyond
 { them y^e Com^d Order
 { J. Advoc^r Swear Abs^r C^{ap}
 { L^d Ad^l Po^r as before; these Artic^l
 { excepted }

SAILORS CRIMES on FOR^m SHOARS
 Punished by Act 6 G. 1720
 according to 13. C. 2^d

COURT MARTIAL OATH .

Act 2^d W^m. 1690
 You shall well & truly try & determⁿ
 y^e matter before you between the
 King & y^e Prison^r SO HELP YOU GOD

COMANDERS Receiv^r Merchand^r
 except Gold Silver or Jewels but
 to save them from Wreck for y^e owner
 & cor^r y^e L^d H. Ad^r order Broke & Pay
 the full value $\frac{1}{2}$ to y^e Informer & $\frac{1}{2}$
 Greenwich Hosp^l Sued in y^e H Court
 Adm^r Act 8 G. 1722 to prev^r PIRACY .

PRIVATEERS & Try^d by y^e said
 Laws Offend^r brought to G^r Britⁿ or
 Irel^d or Meet^r a Man War to form
 a Court Mart^l L^d H. Ad^r or Com^d Fleet
 abrd^r or 3 L^d Com^d may call a Court
 Act 17. G. 2^d 1744

- 1 COURTS MARTIAL Act 13 C. 2 .
- 2 Powers for Courts expire end Exped^r
- 3 { Held in y^e Fore Noon most public plac^e }
- 4 { all may be pres^r Post Capt^t assist }
- 5 Compl^t in Writing & partiell^r Facts
- 6 Copy Charge to Offenders
- 7 { Minutes taken wth y^e Court Sits by y^e }
- 8 { Judg. Advoc^r To Advise &c }
- 9 { Tryal over Audience withdraw }
- 10 { Sentence by Majority }
- 11 { Judg. Advoc^r draws up y^e sent^{ce} wth sign^d }
- 12 { Auditors readmitted Offend^r Pres^r }
- 13 { Sentence pronounced }
- 14 { Execⁿ Publish^d by Sign^l & 1 Gun }
- 15 { Captⁿ to Sumⁿ all on Deck }
- 16 { Judg. Advoc^r send Sent^{ce} Affidavit }
- 17 { & Minutes to y^e Secre^r Admiralty . }

ACT to supply y^e defects in ACT 13. C. 2 .
 18 G. 2^d after 1 June 45 L^d H. A^d or L^d Cⁱⁿgr
 grant Com^d to Flags Capt^t &c to call C^l M^l
 of Flags or Capt^t Evidence refus^r to come
 or give Evidence for^r 100 $\frac{1}{2}$ to y^e K^r
 $\frac{1}{2}$ to y^e Informer in any Court
 Ad^r &c that gives y^e Com^d not to preside
 at y^e C^l Ad^r or Com^d in y^e 2^d Post to preside
 proceed^r & Sentence layd before y^e Ad^r
 by the President
 Perjury & Suborn^r &c Sued in y^e K^r Bench
 In every Informat^r Offences set forth
 but not the Com^ds to hold y^e Court
 Wages ceas^d wth y^e loss of a Ship by Wrec.
 Enemy &c now Paid except loss to y^e Enem^y
 or Wilfully Wrec^d &c viz. untill a C^l sits
 If they keep to y^e Articles of War

- d } Punishment { Discretionall
 + } { Death }
- f } Forfeit { full } Value
 F } { Double }

FLAG or COMANDER.

- 1 Sec^y Adm^y to know his Proceed^s
- 2 Public Offices to know w^h relates to^y
- 3 No Supernumer^s
- 4 Exercise y^e Fleet often
- 5 Visit Ships, View Men, see Musters.
- 6 Direct Officers, not put them to extraordinary expence.
- 7 No priv^y Interst in Buy^e & Stores &c.
- 8 Deliv^r a Journ^l to y^e Adm^y Office.

CAPTAIN or COMANDER.

- 1 Visit his Ship.
- 2 Attend to hasten y^e Work, send Acc^t
- 3 Weekly to the Adm^y &c.
- 4 Stay on her till Leave.
- 5 Apply in writing to y^e Com^{dr} Navy.
- 6 To know y^e Qualities Ship, if New to y^e Builder.
- 7 Inventory of Stores from his Off^{ce}
- 8 Clerk keep Acc^t Stores & Provif^s
- 9 Audit his Officers Acc^t
- 10 Enter only Able Men & but his N^o
- 11 keep a Book of
- 12 Present at
- 13 Cf^{ce} Chec^k to give a Book of
- 14 Use no Fraud in
- 15 Navy Off^{ce} Book ev^{ry} 2 Months
- 16 Run Men at y^e end of
- 17 Home Run Men Lis^t to y^e Secret^y
- 18 Tickets
- 19 Discharge
- 20 Care of Ship Stores
- 21 Alter no p^{ar} Ship
- 22 Centinels near y^e Store Room
- 23 Spare no Stores or Provif^s with^ord^r
- 24 Riging set up at fit Times, Masts fav^r
- 25 D^o & Stores surveyd before cast
- 26 Stores & Store Rooms Air'd
- 27 Sails not misused
- 28 Decks clear'd every Day Hold Air'd
- 29 Officers proper Cabins
- 30 Cables in care Q^{ue} Dec Off^{ce}
- 31 Smoak in y^e Fore Cattle only
- 32 Fire, Candle put out at Watch
- 33 No Suttling
- 34 Ships Company Rated
- 35 { 4 Midship men { 3 }
3 Ordinary { 4 } Rate
2 Allow'd { 5 }
1 Broad { 6 }
- Quarter & exercise y^e Men at
- Great Guns & small Arms

36 Absent Off^{ce} at Sailing, Names sent to y^e Secretary.

37 Boats & Colours

38 Women nor For^m Off^{ce} not to go to sea

39 Convoy Ships, bound his way

40 Keep a Journ^l of wh^{at} relates to y^e S^{hip}

41 Proceed^s & Condⁿ Ship

42 Reafⁿ for putt^{ing} into Port } to Sec^y Adm^y

43 Anchoring

44 Custom house Officers rec^d

45 Eng. Sea men demand^d from foreigⁿ

46 Careen Ships abroad

47 Necess^{ry} Vessels only; hir'd to Careen.

48 No Paint, or Un-necess^{ry} Charge

Careend only by y^e Ships Comp^y

49 unless desired.

Artific^{al} Paid Extra

Star^l by Cap^{tn} to Carp^{ts}

50 M^{at}es Writ^{ing} & Caulk^{ing}

&c Careen^t { own } Ship

Carving &c { oth^r }

Indies					
East	West	oth ^r part			
Jamaica	Burba.				
Africa	Anteg				
&c	&c	s	d	s	d
1	6	1	1	1	1
3	2	1	6		
		G.	R.	Men.	
		100	1	570	
		90	2	500	
		80		440	
		70	3	368	
		60		252	
		50	4	200	
		40		160	
		30	5	140	
		20		90	
		Sloop		32	

N^o Men allow'd a Day to

51 Clean Caulk Careen each Rate

52 Money taken up abroad at y^e best exchange certified by y^e Governor Consul or 2 or 3 Merchants

Advise y^e proper Office of y^e Bills he

Draws & send Acc^t of Disbursem^{ts}

53 Witness'd by 2 or more Off^{ce} Pres^{ent}

&c every thing Bought

54 Stores Bo^{ar} abt kept by y^e prop^{er} Off^{ce} &c.

Dead Off^{ce} Books & Papers Seal'd

55 and an Inventory sign'd by 2 Off^{ce}

kept for Executors

Dead Remov'd or Suspend^d Off^{ce}

56 Stores Survey'd Inventory attested

& sign'd by y^e Successor who is to

keep one by Ad^m or Com^{dr} Order

57 Copies Ord^r &c to his Succes^{or} if Rem^{ov'd}

58 Muster Book Compleat Other

Books &c to y^e Officers

- | | Rate | Men |
|---|------|-----|
| | 1 | 80 |
| | 2 | 65 |
| | 3 | 50 |
| 59 { Allow'd to take if Commission ^d | 4 | 40 |
| { from one Ship to another ^r | 5 | 20 |
| | 6 | 10 |
- 60 { Ship Wreck'd & save all possible draw
Bills on y^e Victuall^r Office for Proviss^{ns}.
- 61 { Ship laid up, Off^r draw up an
Acc^t of her Qualities & c.
- 62 { Before he leaves her prepare.
5 Pay Books 3 Alphabets .
- 63 { Sent y^e Navy Board
Flags or Com^r Sign Tickets
or p^d Ordinary
- 64 { Deliver y^e Ship Clear to y^e Off^r
Yard before left .
- 65 { Answerable for y^e Conduct of
all & have Certificates from y^e
Secret^r Adm^r Victuall^r Ordn^{ce}
& Sick Offices, make good all
Damag^s sustain'd by mismanage^{mt}

DISCIPLINE GOVERNMENT & c. p. 45.

- 1 Com^r shew good Examp^l sup^r Vice
- 2 Service Ch. Eng. 2 a Day 1 Sermon Sun.
- 3 { Swear, Curse & c Men Wood^d Collar
Com^r Officer forf^r 1st War^r Off^r & c 1st
M^r Iron'd till Sober. Off^r 2 days Pay.
- 4 { Com^r not punish above 12 Lashes
Cat 9 Tails bare Back . Great
Crimes Try'd by a Court .
- 5 { Confine but not Discharge or
Punish Officers but by Court .
- 6 None under y^e Captⁿ to Punish .
- 7 { Articles War hung in y^e Ship &
read 1st a Month .
- p48 { Act 1 G. 2^d Volunt^r P^r from Entry
1 & 2 Months Advance when Mand
Lifts to Navy Board .
- 2 Slops given at first .
- 3 Volunteer removes or Exch^g no Adv^{ce}
Inferior Off^r Paid 2 Months in 6
- 4 { if in Port or Coast of Gr^t Britain .
Paid to Attorneys if Abroad .
- 6 D^r every 6 Months while in Com^r.
- 7 { Viz. 2^d M^r Surgeons, Mates Cook .
Armour^r Gunsmith, School Mast^r
M^r at Arms, Corpor^l & Sail Maker.
- 8 End 18 Months 12 p^d to all
- 9 Repeated every 18 months

- 10 Not under rate, turn'd over Men
- 11 { Lifts turn'd over Men from 1 Captⁿ
to y^e other & By Lifts to Navy Board
- 12 { Ships Entire Company removed
not entitled to y^e Act .
- 13 Volunteers Exchange^d on View of Prefer.
- 14 { No Letter of Attorney unless attest^d
by y^e Captⁿ Clerk Cheque or Chief
Magistrate of a Town .
- 15 Prevent Selling Wages .
- 16 { Tickets D^r Men sent to Navy Board
that Executors may be paid .
- 17 { Sea Men or Boys distress'd abroad
taken into pay if wanted otherw^e.
give them Victuals & Passage to
fill y^e Complem^t of any of y^e Kings
Ships from Supernumeraries when
Met or Land^d them in a Brit^h Port .
- p55 SICK or HURT in their own SHIPS .

- 1 { Room between Decks remov'd
with Hamock & c .
- 2 Men to Wait on Sick Night & Day .
- 3 Cradles & Buckets & c for Sick .
- 4 { Fishing Tackle & Fish Distributed
gratis to Sick & c .
- p66 Sending HURT to HOSPITALS
- 1 None sent to Hospit^l that can stay .
- 2 { Sent a Shoar by Tickets sign'd by y^e
Capt & c with Cloaths Bedding & c .
- 3 To have Slops if wanting .
- 4 Carefully Moved .
- 5 { Hospit^l Muster twice a Week
Capt. sends for Recover'd Men .
- 6 { Receive them when recover'd & c .
of y^e Agent
- 7 If full to spare them to other Ship
- 8 Agents may supply Slops .
- 9 Query Agents Names not return'd
- 10 Send off ab^t Sick & c to Note .
- 11 Adm^r & Com^r Navy Visit Hosp^l in Port
- 12 { Sent on Shoar proper Food & c .
when Abroad .

PROVISIONS p. 61.

	Gal.	Pound			Pint		Ounces	
	Beer	Bife	Beef	Pork	Peas	Oats	Butt	Chow
SUNDAY	1	1	.	1	$\frac{1}{2}$	.	.	.
Monday	1	1	.	.	.	1	2	4
Tuesday	1	1	2	.	.	.	.	.
Wednesday	1	1	.	.	$\frac{1}{2}$	1	2	4
Thursday	1	1	.	1	$\frac{1}{2}$	.	.	.
Friday	1	1	.	.	$\frac{1}{2}$	1	2	4
Saturday	1	1	2	.	.	.	.	.

Winchester & Avoirdupois .

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2 Shorten'd but Paid for it .
1 P^t Wine $\frac{1}{2}$ P^t Arrack
Rum or Brandy 1 Gallⁿ Beer
4 L^b Flour 3 D^l & 1 Raisin
3 $\frac{1}{2}$ Cur^r to $\frac{1}{2}$ Beef Suet 4 P^d Beef for 1 Pot
 $\frac{1}{2}$ Rice Equal to 1 P^t Butt 2 Suff^r Chesh
1 P^t Olive Oyle 1 Suffolk
 $\frac{1}{2}$ Cheshire Cheese
Beef in 4 & Pork in 2 i. Pieces, no Ox
4 Leg. Bones, Shins, Hearts or Hog
Cheeks, &c Casks Mark'd
28 $\frac{1}{4}$ Pieces Beef are to 100 Avoid
5 56 $\frac{1}{2}$ of Pork Weigh 104 dup^t
Deficiency made good
6 Pork short 3 i. Beef for 2 i.
7 Flour & Suet 1 day a Week in Lieu of
Beef Flour & Suet to be no longer
kept than 4 Months
8 Butter & Cheese taken only for 3 Mont^h
Olive Oyle instead, Credit in Mediterraⁿ
9 1 Tun for Water Cask Iron B^d &c 100
Men p^r Month in Home Voyag^e &c .
Home Service $\frac{1}{2}$ Beer in Iron Bound
10 Casks Foreign $\frac{3}{4}$
11 Guaged & mark'd
12 All Casks Foreign Voyages New .
13 I^f H^{ad} Com^{rs} Ad^r or in need y^e Cap^t
order for Prov^{is} Victuall^s Ships displac^d
Prov^{is} sent with Charge to Purfers
14 & a Bill of Lading to y^e Captain .
15 lost or Damag^d y^e Offen^r to repay
16 Prov^{is} Surveyd, no goods return'd
17 Offen View'd &c
18 given to other Cap^t
19 Fresh Meat twice a Week in Port .
20 Prize Provisions Paid if wanted .
SHORT ALLOWANCE MONEY.
1 3 Lifts to y^e Victualling Office .
2 Paid every 3 Months .
3 Comand^r to attest Bills &c .
4 Surplus Money go to y^e next Paym^t
5 Cap^t to do as y^e Comand^r if alone .
6 Purser send lifts home
7 Sailors have Benefit Exch^d in Sterl^r
8 Forbid to be Sold .
SLOP CLOATHS
1 Not agreeing to y^e Sample reject^d
View'd by y^e Board Cap^t &c .
2 For Months Wages to Pres'd Men .
3 To 10 or Bedding every 2 Months .
4 And Dead mens Cloath^s &c Issued
publicly to Needy only .
5 Cap^t Book sign'd wth y^e Price Cloaths .

6 Value on Tickets
7 Procured by y^e Cap^t abroad .
8 1 a i. to y^e Purser for keeping .
9 Not P^d for till Contractⁿ Paid .
10 No more than Wanted .
Of Dead Sold by Auction Purser
11 Acc^t to Executors .
Not Buy Dear, or more than due
12 &c Surveyd & cat Purfers Death .
P I L O T P 77 .
Employ'd going or coming to y^e
1 Thames or Medway .
2 Only where Necessary .
3 Rated on y^e Book if
4 M^r or Mate Acting Paid $\frac{1}{2}$.
C O N V O Y S P . 7 8 .
May Add Private Sign^r &c in Books
1 Instructⁿ given to all Ships gratis .
2 Lifts to Adm^r Ships in his Charge .
3 Receive no Gratuity
4 Keep in Sight Assist every way .
5 Comp^d ag^d M^r Merch^t not obeying .
6 Wear a Top Light
7 Com^d may ord^r Sigⁿ to be repeat^d
8 Several together eldest to Com^d to
keep togeth^r so long as Conven^t
9 Wear L^{ts} rep^t Sign^s as Flags .
Sail when several togeth^r like
10 Divisⁿ Com^d that separates put
out Col^r & 4 Guns one side as in Fog
11 Protection to Allies .
81 SALUTES. (See Millan's Signals)
89. P R I Z E S .
1 Hatches spik'd till Sentence .
Officers & some Men examined .
2 wth Charter Parties Bills Lading .
3 Prison^r Subjects strictly observ'd .
4 Exam'd by a Magist^r & Decl^d to y^e Office^r
5 Com^d &c. if none Com^d as Pirates .
p92 L I E U T E N A N T S .
1 Repair on Board stay till leave .
2 Watch, Muster .
Visit between Decks prev^t Smonk^r
3 & disorder, Fire & Candle
4 Ships Course not chang'd with order
5 Boats not to go or come with his know^l
6 Acq^y y^e Cap^t of irregular^s be on his Watch
7 See Men in proper Q^{rs} in Actions
8 Keep Journals
Young^r Lieu^t Exer^c Men at small
9 Arms, with them in Action .
10 See small Arms kept in good order .

95 MASTERS

- 1 Attend in Fitting out. Obey Com^d.
 - 2 Inspect Provisions & Stores . . .
 - 3 Prevent Frauds in Balast . . .
 - 4 Stow y^e Hold . . .
 - 5 Riging & Store &c. preservd.
 - 6 Navigate y^e Ship . . .
 - 7 Observe Coasts Shoals &c . . .
 - 8 Hawser clear at Anchor
 - 9 Keep { a Journal Acc^t Stores &c
 - 10 Not to Sign Acc^t Negligently . . .
- 98 BOATSWAIN & M^r SAILMAKER
- 1 Receive } Stores . . .
 - 2 Frugal of }
 - 3 See Men do Duty & Working y^e Ship
 - 4 Pass Acc^t with Survey^r Navy
 - 5 End of y^e Voyage . . .
 - 6 Compl^t made before y^e Ship is Paid
 - 7 Sign no Acc^t till Examind .
 - 8 M^r Sailmak^r Warant^d by y^e Navy B^d.
 - 9 Examine Sails att^d Surveys & Convers^{ions}
 - 10 Repair & keep Sails in good order
 - 11 Keep Sails from Damage in y^e Store R.
 - 12 Attend Return of Sails into Store
- 101 GUNER ARMOURER & GUNS MITH
- 1 Receive Stores & Object ag^t Bad
 - 2 Visit Powder Rooms . . .
 - 3 { At Plymouth, Portsmouth or Sheerness take Powder at outermost Mooring ; if at Chatham, at Black Stakes, in R. Thames, at Galleons or Long Reach
 - 4 Stowage of Powder
 - 5 To prevent Accidents by Powder
 - 6 { Powder Room not enterd with y^e Captains leave . . .
 - 7 { Three Rounds only of Parchm^t Cartridges fill'd at a time . . .
 - 8 { Add^d Allow^d Stores not to be used till y^e first is out . . .
 - 9 Perish'd Stores to be Condemn'd by Sur^v
 - 10 Save empty Powder Barrels
 - 6 Charges Powder each Man
 - Once a Week y^e first 2 Months . . .
 - Once a Month after . . .
 - 11 4 L Musket Shot for them all once a Fortnight . . .
 - 5 Charges Bowd^d & Shot for Upper Deck Guns once a Month
 - 13 Powder in hot Action reduced to 1/3 Weight Shot . . .
 - Rules to place Guns &c which are mark'd & N^o to y^e Deck & they belong to . . .

12 CAÑON &c.

Guns		Powd ^r for		Powd ^r for		Grapes .	
Powd ^r	Long	Serv ^r	Seal	Serv ^r	Seal	Nature	N ^o each
42	10	17	34	54	210	8	
32	9 1/2	14	21 1/2	4	2	6	4
24	10	11	2	3	18	4	4
18	9 1/2	9	18	2	1	3	8
12	9 1/2	6	1	1 1/2	12	2	10
9	9 1/2	4 1/2	12	1	8	1	12
8	4	10	1/2	4	1	6	20
6	9 1/2	3	8			4	20

- 15 Scale y^e Guns when Wanted . . .
 - 16 Prev^t Damage to Guns in y^e Hold
 - 17 Careful of Stores . . .
 - 18 Book of Expences . . .
 - 19 Grape Shot Boxes kept dry . . .
 - 20 { Mark'd for Aim Notches
 - 21 { Cañon not to be loaded with unfit Mixture . . .
 - 22 Not to Start hand Granades
 - 23 Rules to Cut up Cordage
 - 24 { State past Expences when he wants New Stores
 - 25 Accounts 1/2 Yearly . . .
 - 26 { Keep good Order in y^e Gun-Room
 - 27 { Man & Lanthorn to Watch . . .
 - 28 { Match Burnt in y^e Day on Flags or Com^d but in y^e Night hanging over Water Tubs suff^r Arm'd ag^t surpr^{is}
 - 29 Powder Survey'd for an Engagem^t
 - 30 Inventory of Arms for Detachm^t at going & return . . .
 - 31 Ship Clear'd to refitor Laid up . . .
 - 32 Carefull in returning Stores . . .
 - 33 Acc^t with Off^r Ordn^{ce} p^d by y^e Certif^{icate}
 - 34 Complaints before paid . . .
 - 35 An Examinatⁿ before Waranted Armour^r & Gunsmith . . .
 - 36 { by y^e Ordnance Board . . .
 - 37 Assist in Survey & Rec^t
 - 38 Obey y^e Guners to Clean small Arms
 - 39 Guners to rec^t & Acc^t for Arm^t Tools
 - 40 Attend Rep^r small Arms on Shoar abrd^d
 - Small Arms return'd in good order
- 113 CARPENTER, is to
- 1 Preserve y^e Hull, Mafts Yards &c . . .
 - 2 Visit all Part of y^e Ship daily . . .
 - 3 Things ready to repair Damages in Battle
 - Acc^t Ships Condition when come to Port . . .
 - Pass Acc^t end of y^e Voyage . . .
 - Complaints before Paid . . .

115 PURSER

- 1 Keep & distribute Provisions .
- 2 {Victual^y Ship every 3 Day^s } in Petty War.^r
- 3 Save Sea Provisions
- 3 Victual none without a Note .
- 4 Get Provisions &c in time .
- 5 Receive only good Provisions
- 6 Certifie what y Ship cant hold
- 6 {that he may be Suply'd .
- 7 Produce Certificates .
- 8 {Not to disc^t his Credit or be furnisht
- 8 {w^h necessary Money till entit^d to it .
- 8 {Buy Coals Wood Turnery Candle&c
- 8 {1.0 {a Man in Extra Petty Warant
- 8 {1.2 {in Sea Vict^y over
- 8 {1.5 {ualling if und^r } 60 Men
- 8 {3.4 {Adv. Money if ov^r }
- 8 {2.0 {Loading Charges .
- 9 1.2 A Tun for Drawage of Beer
- 9 P^d Sign^r y Indenture by y King .
- 10 {Stow } Provif^r {well & use Oldest first
- 11 {Bad } Provif^r {to be Surveyd .
- 12 Strange Officers to Surv^y Provif^r if any
- 13 Condemnd Provif^r retu^r or flung ov^r B^d
- 14 {Provif^r Cond^d after y time they were
- 14 {to last nor allow'd with good Reasⁿ
- 15 Cond^d Butter not flung over B^d
- 16 Beer Leaking Surveyd .
- 17 No all^o for Wine Oyl &c Leakage
- 18 Duplicates of Surveys to Vict Off^r
- 19 Replace Species if s^d for anoth^r
- 20 } Provif^r {Short in Cask Surveyd
- 21 } {&c not to be Misaply'd .
- 22 How to Buy Provif^r abroad .
- 23 {Store house Room & Com^{is} Mon^r
- 23 {not allow'd nor Sloops nor Boats
- 24 } {take up Money Abroad
- 25 } How to {Pass his Acc^t .
- 26 Pay for Water where it cant be had with
- 27 Repair } Casks .
- 28 Careful of }
- 29 How to be Allow'd for Provif^r or lost Stor
- 30 Keep 1 Exact Muster Book .
- 31 May sell Tobacco to Sea Men
- 32 Not } to Victual {Supernum^r with ord^r
- 33 How } {other Ships Men .
- 34 Spare no Provif^r &c with order
- 35 Keep Sick & Slop Books .
- 36 {Victuall^o Office to send for Provif^r
- 36 {when a Ship is laid up
- 38 Provif^r Surveyd before return'd
- 39 {Pass Acc^t with 6 Months after y
- 39 {Ship is Paid .

When return'd Casks are to Consist of

- viz Butt. 26 Staves Head 44
Punch^r 22 included 44 } 38
37 Hogsh^d 20 2 Pieces to 38 to 32 } Inches Long
Barrel 17 1 Stave each 32 } 28
- 40 Represent Complaints before paid .
 - 41 Sign no Papers Negligently .
 - 131 SURGEON
 - 1 Chest Med^r & Instrum^t View'd & Mark'd
 - 2 D^o when recruited .
 - 3 Keep Sick Tickets .
 - 4 Careful of Necessaries to Sick
 - 5 Visit Sick twice a day or More .
 - 6 Advise with y Physⁿ if any .
 - 7 Acquaint y Captⁿ State Sick .
 - 8 Send them to Hosp^l in Writ^e Distem^r
 - 9 Care of Wounded in Engagem^t
 - 10 Day Book with Names Hurts &c
 - 10 {Deliver 2 Journals 1 Physⁿ 2^d Surgⁿ
 - 11 {to Physⁿ Sick & Wound^d or of Greenwich
 - 11 {to Govern^r Surgeons Comp.
 - 11 M^r at ARMS & y CORPORAL 134
 - 1 Warranted by Admiralty .
 - 1 {Ex^o Petty Off^r & Men d^y once W^k 1st
 - 1 {two Months & Once Month after, 6
 - 2 Charges Powd^r 4 L Shot for them all
 - 2 {once 14 Days to Ex^o small Arms .
 - 2 {Place & relieve Centinels Mo^o with y
 - 3 Guard see Arms clean & observe
 - 3 {L^t at Arms Orders
 - 4 See Fire & Candles out .
 - 4 Visit Boats going or Coming & Prev^r
 - 5 {Seamens going without leave
 - 6 Acq^y Officers Watch Misdemean^r
 - 6 {Corporals Subj^t to y M^r at Arms
 - 7 {& do y Duty where none
 - 136 SCHOOL M^r
 - 1 Exam^d by y Trinity-House .
 - 2.3 Instruct Volunt^r & Youth
 - 4 Inform agⁿ Idle Learners .
 - 5 {Certificates before Paid not to
 - 5 {be empl^d unless left at y Adm^r Off^r
 - 137 COOK
 - 1 Answer^o for Meat in y Steep Tub
 - 2 Water Boil & Issue Meat .
 - 3 Save y Steep Tub in a Storm .
 - 138 HOSPITAL SHIPS
 - 1 {Gun-Deck for Sick flush with^r
 - 1 {Cabins or Bulk h^d except a Dealer
 - 1 {Canvas one to Seper^r Malign^r
 - 1 {Distemp^r Cradles & Bedding on
 - 1 {side Deck 2 P^r Chec^r Linen Sheets
 - 1 {each Bed Scutles viz Air holes sides

Phys.ⁿ Surg.ⁿ 4 Mates 6 Afsist.ⁿ
2 Surg.ⁿ Serv.^t Baker 4 Watermen
till Supernum.^r.

3 Best Prov.ⁿ & Fresh often to Sick.
4 Capt. send Boats for y^e recover'd

140 PHYSICIAN

1 Reside in y^e Hospit. Ship.

2 Visit oft taking y^e Surg.ⁿ with him
Inspect y^e Surgeon's Chest.

3 Observe y^e Adm.^r ord.ⁿ dem. no fee
PAY of the NAVY.

See Millan's Establishment.

153 GRATUITIES.

1 To Wid.^r Orphans & Moth.^r of Slain

2.5 Wid.^r if none Wid.^r Moth.^r above 30 Year

3.4 Orphans Unmarried $\frac{1}{3}$ Pay

6 Fire Ships as 4.th Rates.

Extend to Tenders Boats Shoar
7 Kill'd by Pyrates or Friends by Mist.^k
or Dying of Wounds.

8 Names Slain end Capt.^r Muster Book

To OFFICERS Wound.^d MEN Hurt

1.2 Years Pay Charge Cure & Contin.^d
in Pay till Cur'd

Off.^r in Ships und.^r 3.^d Rates Bount.^y

3 as 3.^d Rates.

4 Volunt.^r by Warrant Gratuity as L.^t

Cure Charge Pay till Cur'd Slight.

5 Wounded

6 See 7 above P.ⁿ on Applicat.ⁿ to y^e Navy B.^d

7 Hurt Men have Benefit Chath.ⁿ Chest.

157 PENSIONS

1 War.^r Off.^r Worn out shall be superan.^d
Boatswains Gunners Capt.ⁿ Purfers

2 & Cook whose Employ.ⁿ are const.
Serv'd 15 Years Masters & Surg.ⁿ who

Employ.ⁿ are not Const 8 Years Serv.

3 Officers apply.^r for Sup.ⁿ Examind.

Off.^r Const. Emp.^r Pens.ⁿ equal to Pay

4 in y^e highest they have Serv'd.

PENSION to MAST.^r eq.^d to $\frac{2}{3}$ their Pay

Surg.ⁿ in this respect esteem'd as

5 Masters & P.ⁿ according to y^e high.^t

Ship they have been in.

6 Com.^r Off.^r consider'd as they deserve

Feb. 174 $\frac{1}{2}$.
Field Marshal
Generals
Lieut. Maj.^r Gen.ⁿ
Brig.^r
Colonels
Lt. Colonels
Majors
Captains
Rend.^r on
Service only

Have Ranks as

MILITARY HONOURS to

Admiral & Comander.

Admirals

Vice Admirals

Comodore

Capt.ⁿ of after 3 Years Date

Past Ships before

Capt.ⁿ & * Post Capt. of Non Partships

Lieutenants

Land Officers have no at Sea

Sea... preference to Command on Land

During such Command.

N^o

3

5

1

N^o

1

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91 16

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C A B L E S for Each R A T E .

	100	90	80	64		58	50	44	20
N ^o	Inch ^s	In.	In.	In.	N ^o	In.	In.	In.	In.
3	23	21½	20½	19½	2	18½	17	15½	13½
5	22½	21	20	19	4	17½	16½	15	13
1	21½	20½	19½	18½	1	17	16	14½	1½
1	14½	13½	12½	12	1	11½	10½	9½	8

A N C H O R S .

N ^o	100	90	80	N ^o	64	58	50	44	20
	C. q. lb.	C. q. lb.	C. q. lb.		C. q. lb.	C. q. lb.	C. q. lb.	C. q. lb.	C. q. lb.
1	82.0.0	76.0.0	59.0.0	1	52.0.0	44.0.0	35.2.0	28.0.0	16.0.0
2	78.0.0	70.0.0	56.0.0	2	49.0.0	42.0.0	32.2.0	25.2.0	14.2.0
2	77.2.0	66.0.0	55.0.0	1	48.0.0	41.0.0	31.2.0	25.2.0	14.2.0
1	20.2.0	17.2.0	14.3.0	1	13.0.0	11.0.0	9.2.0	7.1.0	4.2.0
1	10.2.0	8.2.0	7.2.0	1	7.0.0	6.0.0	5.0.0	4.0.0	2.2.0
1	5.1.0	4.2.0	4.0.0	1					

Weight of Cordage, viz^t. Cables, Rigging & 8 Months Store.

100	90	80	64	58	50	44	20
T. C. q. lb.	T. C. q. lb.	T. C. q. lb.	T. C. q. lb.	T. C. q. lb.	T. C. q. lb.	T. C. q. lb.	T. C. q. lb.
91 16 1 18 82 1 3 8 65 9 3 23 53 14 1 21 46 11 2 9 37 7 1 25 37 6 2 20 19 1 0 11							

Arms to each Class, New Proportion .

Guns (each 1 Drum)	100	90	80	64	58	50	44	20
Musquets Bayonet Cartouch Boxes	200	200	200	180	140	120	100	80
Pistols Pairs with Hooks	50	50	50	50	40	40	30	20
Pole Axes well Steel'd	50	50	50	50	40	40	35	50
Swords with Belts &c	200	200	200	200	140	140	120	80
Hand Granadoes	200	200	200	180	120	100	100	100
	Brass	Iron	I	I	I	I	I	I
Canon Powder	358	330	278	221	189	154	112	76
Fine Paper	179	165	437	114	93	78	60	36
Total Barrel	17	49	412	340	282	280	180	108
Tand Hydes	17	17	18	14	11	10	7	5

ANDERSONS Experiments of Canon.	Bore .		Powder lb. oz	Ran- dom Paces Perch	Point Blank	Force
	Length Feet.	Diameter Inches				
Rabbet	3	1.75	5	3769		38
Falconet	4	2	9	4398		61
Falcon	6	2.75	1.10	4797		161
Minion	8	3	2.10	5864		238
Saker	9	3.5	4	5654		371
Demi Culverin	10	4	7.5	4886		733
Culverin	11	5	10	4837		1000
Demi } Canon	11	6	14.6	4031		1575
Whole } Canon	12	7	21.5	3769		2422
Royal } Canon	12	8	27.14	3298		3382

NEW
Gun
Feet
Bur

Length

Depth
Ext

Draft

Height

Guns

100

90

80

70

60

50

40

20

NEW DIMENSIONS of $\frac{1}{2}$ BRITISH NAVY 1747.														FRENCH			
Guns	100	90	80	70	60	50	44	24						74	62		
Feet & Inches	F	I	F	I	F	I	F	I	F	I	F	I	F	F	I	F	I
Burthen	2000	1730	1585	1445	1291	1052	814	508									
Gun Deck	173	170	165	160	150	144	133	113									
Keel	144	138	134	131	123	117	108	93						145	9		
Fore Castle	38	36	36	33			27	25	6	18							
Upper Edge Keel	26	8	25	5	24	8	23	11	22	11	21	10	19	11	14	6	
Depth in $\frac{1}{2}$ Hold	21	6	20	6	20	19	4	18	6	17	8	16	11	26	6	19	3
Extream Breadth	51	4	8	6	47	45	42	8	41	37	6	32		45	6	42	11
Afore	22	3	21	1	20	4	19	4	18	3	17	2	16	13	11		
Abaft	23	5	22	3	21	6	20	6	19	5	18	4	17	2	14	11	
Gun	7	2	17	7	7	6	10	6	9	6	8	6	1			6	5
Midle	7	1	7	6	10												
Upper	7		6	10	6	8	6	7	6	6	6	6	5				
Quarter	6	9	6	9	6	3	6	6	6	5	8					6	3

Pinaces.					Yawls.					Long-Boats.																					
	Length	Bread th	Depth	N ^o Oars		Length	Bread th	Depth	N ^o Oars		Length	Bread th	Depth	N ^o Oars																	
Guns	Feet	F. I.	F. I.			Feet	F. I.	F. I.			Feet	F. I.	F. I.																		
100	33	2	9½	10	28	10	8½	8	36	10.6	8	11																			
90	32½	1½	9½										5	10	8½	35	10.2½	6½	11												
80	32	1	9																	10	8½	33	9.11	4	9						
70	31	0½	9																							10	8½	31	9.4½	2	9
60	31	0½	9																												
50	30	0	9	24	0	6½	6	8.10	3.11	8																					
44	28	10	8½								20	60	28	4	-	-	-	7													
24	27	5	9½	8																											



